

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a
 doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products

without the Official Nintendo Seal.



TM and © 2006 MGA Entertainment, Inc. Game and Software © 2006 THQ Inc. Bratz™, Bratz Boyz™, Bratzpack™, Bratz Babyz™ and related slogans, logos, characters, names and distinctive likenesses thereof are the exclusive property of MGA and used under exclusive license. All Rights Reserved. Developed by Barking Lizards Technologies, LLC. Barking Lizards and its logo are trademarks and/or registered trademarks of Barking Lizards Technologies, LLC. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

LICENSED BY



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

BRATZ" BABYZ"	2
Setup	2
GETTING STARTED	3
MALL CONTROLS	3
BABYZ" MINIGAMES	4
CREDITS	14
LIMITED WARRANTY	19

5

BRATZIM BABYZIM



COME TEST YOUR SKILLZ IN A VARIETY OF GAMES. FROM ESCAPING THE "STAY ALL DAY AND PLAY" DAYCARE CENTER TO GETTING SNAPPY BACK FROM THE EVIL DUANE. THERE'S ALWAYS A CHALLENGE WAITING JUST AROUND THE CORNER. FOLLOW ALONG AS THE BABYZ VENTURE THROUGH THE MALL'S STORES AND SHOPS AND PARTICIPATE IN FUN AND EXCITING ACTIVITIES!

SETUP

- 1. TURN OFF THE POWER SWITCH ON YOUR NINTENDO GAME BOY ADVANCE. NEVER INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON.
- 2. INSERT THE BRATZ" BABYZ GAME PAK INTO THE SLOT ON THE GAME BOY ADVANCE. TO LOCK THE GAME PAK IN PLACE. PRESS FIRMLY.
- 2
- 3. TURN ON THE POWER SWITCH. THE TITLE SCREEN SHOULD APPEAR (IF YOU DON'T SEE IT. BEGIN AGAIN AT STEP I).
- 4. WHEN THE TITLE SCREEN APPEARS, PRESS START TO PROCEED TO THE MAIN MENU.

GETTING STARTED

ON THE MAIN MENU. USE THE CONTROL PAD TO SCROLL THROUGH THE MALL AND THE A BUTTON TO MAKE YOUR SELECTION.

MALL CONTROLS

THE FOLLOWING IS A LIST OF THE CONTROLS USED IN THE MALL MENU OF BRATZ BABYZ:

CONTROL

CONTROL PAD

A BUTTON

B BUTTON

EFFECT

MOVE YOUR POINTER

SELECT THE GAME TO PLAY

RETURN TO TITLE SCREEN





A VARIETY OF FUN AND EXCITING GAMES ARE AVAILABLE TO PLAY IN BRATZ" BABYZ". COMPETE AGAINST THE COMPUTER TO ACHIEVE THE HIGH SCORE AND THEN SEE IF YOUR FRIENDS CAN BEAT IT.

CASTLE MAZENSTEIN

THE BABYZ MUST SNEAK OUT OF STAY ALL DAY AND PLAY LAND THROUGH THE SECRET EXIT UNDER THE BALL PIT. BUT GETTING THERE IS NO EASY TASK. THEY MUST NEGOTIATE THE PLAY CASTLE'S MAZELIKE CORRIDORS. DODGE PESKY BOYS AND AVOID ALL CONTACT WITH MISS KALABASH. THE BABYZ CAN LAUNCH BALLS AS A DISTRACTION/OBSTRUCTION. QUICK WITS AND CLEVER BACKTRACKING WILL SEE THEM THROUGH!

COI	T	RΛ	I
COL	LL.	W	L

EFFECT

CONTROL PAD

MOVEMENT

A BUTTON

THROW BALL

B BUTTON

SNEAK





SNAPPY'S WILD RIDE

SNAPPY'S GOTTEN LOOSE AGAIN. AND NITA RUNS AFTER HER! TAKE CONTROL OF SNAPPY AND SEE HOW LONG YOU CAN KEEP THE CHASE GOING. IN THIS ISOMETRIC VIEW RACE AND CHASE. THE PLAYER CONTROLS SNAPPY. WHO CAN RUN AND JUMP FROM VEHICLE TO VEHICLE IN AN ATTEMPT TO KEEP THE CHASE GOING AS LONG AS POSSIBLE. THE ADVENTURE AWAITS!

CONTROL

EFFECT

CONTROL PAD

MOVEMENT

A BUTTON

JUMP

B BUTTON

BOOST (WHEN A BONE IS AVAILABLE)





BABYZ^M MINIGAMES



RING FOR BLINGZ

FOR THEIR LATEST MONEY MAKING SCHEME. CLOE. JADE. AND NORA CLIMB ON TOP OF EACH OTHER AND RAID THE COIN RETURN SLOTS ON A BANK OF PAY PHONES.

CONTROL

EFFECT

CONTROL PAD

MOVEMENT

A BUTTON

GRAB COINS

BALLOON-ATICS

MAKE BALLOON ANIMALS FOR FUN AND PROFIT. SOUNDS EASY. RIGHT?



CONTROL

EFFECT

ALL BUTTONS

PRESSED WHEN NECESSARY



FOUNTAIN OF YOUTHS

IN THIS GAME. THE BABYZ DON ADORABLE FLOATERS AND EXPLORE THE BATHER ELABORATE MALL FOUNTAIN AND WATERFALL COMPLEX IN SEARCH OF COINS TOSSED IN BY MALL-GOERS. THE MAZELIKE FOUNTAIN HAS SEVERAL TRACKS TO CHOOSE FROM, SOME WITH FAST FLOWING WATER, SOME WITH BOUNTIFUL COINS. AND SOME WITH HAZARDS LIKE BUMPY ROCKS AND SUDDEN WATERFALL PLUNGES. COIN DISTRIBUTION IS RANDOM FOR A DIFFERENT PLAY EXPERIENCE EACH TIME!

CONTROL

EFFECT

CONTROL PAD

steer

L BUTTON

PADDLE LEFT

R BUTTON

PADDLE RIGHT

A BUTTON

LAUNCH PET





EX-SCREAM MAKEOVER

THIS ACTIVITY HAS CLOE AND JADE ATTEMPTING TO DRESS UP NORA BASED ON A BRIEF GLIMPSE OF FASHION PLATE JILLIAN.

CONTROL

EFFECT

CONTROL PAD

HIGHLIGHT CHOICES

A BUTTON

select







SWEET NECKLACE TREAT

CLOE HAS COME UP WITH ANOTHER MONEY-MAKING SCHEME - MAKING CANDY NECKLACES TO ORDER.

CONTROL

EFFECT

CONTROL PAD

AIM

A BUTTON

DROP CANDY

SNACK ATTACK

INSPIRED BY SNAPPY'S ESCAPE. THE BABYZ PETZ HAVE GOTTEN LOOSE IN THE MALL AND ARE SNIFFING OUT TREATS TO EAT. CAN THEY AVOID GETTING CAUGHT BY THE FRENETIC MALL WALKERS. HOUNDING SECURITY GUARD. AND ROGUE BABY CARRIAGES? THE POWER IS IN YOUR HANDS.

CONTROL

EFFECT

CONTROL PAD

MOVEMENT





HOP AND SEEK

IN THIS GAME, TAKE CONTROL OF SNAPPY, WHO MUST EVADE CAPTURE BY HIDING IN VARIOUS LOCATIONS USING CAMOUFLAGE AND SKILL.



CONTROL PAD

EFFECT MOVEMENT





FASHION SKATE

CLOE CHALLENGES CAMERON TO A SKATEBOARDING MATCH THROUGH NEW YORK! WELL A VIDEO GAME VERSION OF IT AT LEAST. AS AN ADDED CHALLENGE. THE PLAYER MUST COLLECT WARDROBE ITEMS FOR THEIR PETZ BY PICKING THEM UP THROUGHOUT THE SKATE COURSE BEFORE CAMERON STEALS THEM. THE FIRST ONE TO GET A FULL OUTFIT WINS THE BOUND! HOW MANY BOUNDS CAN YOU GO?

CONTROL

EFFECT

CONTROL PAD

MOVEMENT

A BUTTON

PUSH

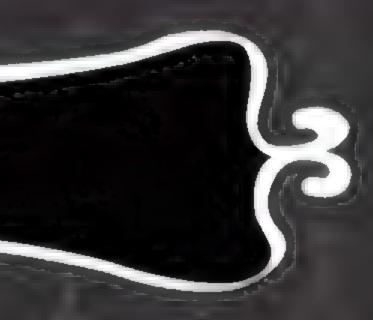
B BUTTON

JUMP





BABYZTM MINIGAMES



WASH A POOCH

ONE MORE CRAZY SCHEME TO MAKE SOME BLING. THE BABYZ HAVE SET UP A DOG WASHING SERVICE IN FRONT OF THE PET STORE.



CONTROL

CONTROL PAD

A BUTTON

EFFECT

AIM

DROP ITEM





KARAOKE TIME

NORA'S BIG MOMENT HAS COME NOW IF SHE CAN JUST KEEP UP WITH THE BEATI

CONTROL

EFFECT

ALL BUTTONS

PRESSED WHEN NECESSARY

TOP TRUMPS

ENGAGE IN ONE OF THE BRATZ BABYZ FAVORITE PASTIMES TOP TRUMPS!

CONTROL

EFFECT

CONTROL PAD

HIGHLIGHT

A BUTTON

select





CREDITS



BARKING LIZARDS TECHNOLOGIES

Producer

Angela Gillespie

Creative Director

Bryan Pritchard

Designers

Randy Hammonds

Sean Patten

Artists

Natalie Pomeroy

Hae Hong

Tessa Stone

Lead Programmer

Jeff Posey

Programmers

Chad Fuhlman

Vernon Franklin

Chris Johnson

14

Testers

Kenley Capps

THO INC.

Project Manager

Michael Meischeid

Associate Project Manager

Michael Bilodeau

Art Director

Thom Ang

Director of Project Management

Richard Browne

Senior Vice President, Product

Development

Steve Dauterman

Executive Vice President,

Worldwide Publishing

Kelly Flock

Senior Vice President, Worldwide

Marketing

Bob Aniello

Director, Global Brand

Management

John Ardell

Senior Global Brand Manager

Danielle Conte

Brand Manager

Peter Kennedy

Associate Brand Manager

Sam Guilloud

Media Relations Manager

Kathy Bricaud

Director, Creative Services

Howard Liebeskind

Senior Manager, Creative Services

Brian Balistreri

Creative Services Manager

Melissa Roth

Packaging Layout & Design

Brian Kruse

Director, Quality Assurance

Monica Vallejo

QA Managers

Mario Waibel

Michael Motoda

CREDITS

Test Supervisor Lorena Villa

Test Lead Brett Cowan

Testers
Curtis Cohun
Anthony Flores
Jared Friedman
Darren Hardy
Brian Schmalz
Byron Taylor

First Party Supervisor Adam Affrunti

First Party Specialists
Scott Ritchie
Todd Thommes
Georgeina Schaller
Russell Brock

QA TechniciansRichard Jones
David Wilson
Jonathan Gill

Mastering Lab Technicians
Glen Peters
Anthony Dunnet
T. Ryan Arnold

Database Applications Engineer
Brian Kincaid

Game Evaluation Team Scott Frazier Matt Elzie Eric Weiss

Special Thanks
Brian Farrell
Jim Kennedy
Edward Zinser
Tiffany Ternan
Germaine Gioia
Brandy Carrillo
Jenni Carlson
Debbie Fingerman
Christopher Folino
Fernando Velloso
Kris Buccieri

Melissa Rivas
Laura Campos
Chad Ellman
Samantha Collins
James Gilbert-Rolfe
Kristy Ardell
Helene Blitz
Ciara Andersen
Bree Andrews

Thanks MGA Entertainment

Music by dSonic, Inc.

Top Trumps
Head of Interactive
James Rankin





rever MANONDE

Now available in footwear at selected retailers nationwide



Keeping in Step"



TM & © MGA





REGISTERYOUR ONLINE





at www.thq.com

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- Get the latest THQ newsletters
- Access the Career Zone, Forum and online games
- Download the latest demos and patches
- Easy to use site for all THQ gaming information
- Quick links to search by title or platform
- Be considered for beta testing and help shape the THQ games of the future

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is 32242. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize youto return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THO Inc.

Customer Service Department

29903 Agoura Road

Agoura Hills, CA 91301

THO is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof-of-purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof-of-purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THO. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.



TM and © MGA Entertainment, Inc. Game and Software © 2006 THQ Inc. BratzTM, Bratz Forever DiamondzTM, Bratz BoyzTM, Brat

108098